

TM

BADLANDS



DOMARK

**ENGLISH
ITALIANO**

BADLANDS™

Written by Teque London Limited

INSTRUCTIONS

The Game:

Badlands puts you in the hot seat of a mega-fast sprint racing car. Speed round eight death defying tracks in a race of danger and destruction where failure spells death and success the chance to race another day.

Badlands is a game for one, or two players simultaneously.


Getting Started:

It's now 50 years since the nuclear disaster and the sport of sprint racing has evolved into a ruthless battle between armed cars. Race tracks have been built on dangerous ruins, the aftermath of the holocaust, in the zone known as the BADLANDS.

Your objective is to race round the eight different tracks as fast as possible, collecting wrenches (spanners) along the way in order to continue to the next round. Failing to finish first means instant disqualification. Missiles can be found hidden around the tracks behind destructable scenery – in the Badlands even mountains will crumble if shot at.

Between the tracks, and assuming you have collected enough wrenches, you can customise your car with extra acceleration, shields and weapons. Bonus wrenches are awarded for finishing first and beating the fastest lap time.





BADLANDS features simultaneous two player action, and a buy-in feature means that a friend can join in at any time. Each player is awarded two continue credits at the start – finish behind any of the drone cars and you will have to use a credit to continue.

BADLANDS has eight unique track layouts, each set in different animated backgrounds that react to player shots and crashes. These tracks shift and change as the level of difficulty increases.

Controls:

In Badlands you have a choice of two control methods (IBM PC, Amiga, Atari ST and Commodore 64 versions only)

JOYSTICK CONTROL A


Left – Rotate car left
Right – Rotate car right
Down – Shoot weapon
Fire – Accelerate

JOYSTICK CONTROL B

Left – Rotate car left
Right – Rotate car right
Up – Accelerate
Down – Brake
Fire – Shoot weapon

With JOYSTICK CONTROL A your car will slow down as soon as the FIRE button is released.

With JOYSTICK CONTROL B your car will continue to travel at the speed you have accelerated to, hence the need for the brake.





CONTROLS

Atari ST & Amiga

Player 1 – Joystick Port 1 or keyboard.

Player 2 – Joystick Port 0 only.

Control Style A

Z = Rotate Left

Right Shift = Accelerate

X = Rotate Right

Space Bar = Fire Weapon

Pause/Unpause = H

Quit = F9

Control Style B

Z = Rotate Left

/ = Brake

Space Bar = Fire Weapon

X = Rotate Right

Right Shift = Accelerate

On The Selection Screen Press:

F1 – Select Control Style for Player 1

F2 – Select Control Style for Player 2

F3 – Select either Music or Sound FX

F4 – Reset fastest lap times (yes/no) – Default is NO.

Commodore 64

Player 1: Joystick or keys

Player 2: Joystick Only

Q – Accelerate

O – Left

P – Right

Space – Fire

Run/Stop – Pause/Unpause


Inst/Del – Quit

F1 – Select Control Style for Player 1

F3 – Select Control Style for Player 2

F5 – Select either Music or Sound FX





Amstrad & Spectrum

Player 1 – Joystick

Player 2 – Keys

Q – Accelerate

O – Left

P – Right

Space – Fire

S – Pause/Unpause

F – Quit

LOADING INSTRUCTIONS Disk

ATARI ST/AMIGA: Reset machine and insert game disk.

SPECTRUM +3: Place disk in drive and use "LOADER" option from startup menu.

COMMODORE 64/128: Type LOAD""",8,1

AMSTRAD: Type RUN"DISC"

Cassette

SPECTRUM: Type LOAD"" and press ENTER, then start tape.

COMMODORE 64/128: Press Shift and the RUN/STOP key.

AMSTRAD: Press CTRL and small ENTER key. If you have a disk drive attached first type I tape.
(I is obtained by pressing the shift and @ keys simultaneously).

VIRUSES:

Many disks being returned to us have been found to contain viruses which cause the game to stop loading. Please do not accept pirated games as they often contain virus programs which can ruin entire software collections.

